

October 5, 2011

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The Contract Life Cycle

- 1. Project Development (preliminary engineering)
- 2. Advertisement
- 3. Execution and Construction
- 4. Completion



Project Development – (preliminary engineering)

- Set "Scope" correctly
- Avoid "as directed by the engineer"
- Avoid "approvals during construction phase"
- Use "unit pricing" (vs. lump sum) whenever possible



Project Development – (preliminary engineering) (cont.)

- Remove as much risk as possible
- Two approvals first to advertise, second to award

Good Engineering is cheaper than Construction



Advertisement

- Prequalification should be done prior to receipt avoid min. experience
- Know the VA procurement code Construction has special aspects
- Use VDOT specifications and Standards when possible and applicable
- Have a hierarchy of documents there is a good one in the VDOT specs



Advertisement (Cont.)

- Avoid sole source products/ proprietary products
- If you allow alternates, you must accept them in order
- Avoid token bids
- Plan to advertise at the right time of the year



Advertisement (Cont.)

- Buy America
- Davis-Bacon does not apply to non-highway work off the R/W
- No negotiating
- Advertise for not less than 21 days
- Revisions must be posted 10 days prior to receipt of bids



Execution and Construction

- Two approvals first to advertise, second to award
- No negotiating
- Plan for inspection staff
- Document, Document



Completion

- Review lessons learned (good, bad and ugly)
- Use these lessons learned to improve the next project
- Have a ribbon cutting



A well thought out, well engineered, well written contract will help you avoid this scenario.







Questions?

